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LORD OF DARKNESS™

Instruction Booklet

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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NOBUNAGA'S AMBITION LORD OF DARKNESS™

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INTRODUCTION

Lord of Darkness is an in-depth strategy simulation based on the warring states period of feudal Japan. This period of civil war began with the fall of Shogun Ashikaga Yoshimasa in 1467, and continued until 1600, when the country was finally united under one warlord's control, Tokugawa Ieyasu.

Your challenge begins in 1555 with Japan divided into feudal states controlled by a lord called a "Daimyo." Each Daimyo rules his land in independence as there is no central government to enforce regulation. Wars are common as each Daimyo attempts to expand his domain and gain power.

You will role-play as a historical warlord with a long list of development, military, trade, information, personnel and diplomacy commands at your disposal. During this feudal period, your samurai need to be skilled both in the military and the arts. Train them in the tactics of war and educate them in the art of the tea ceremony.

All Daimyos share the same ambition, to unify Japan under their control. Hostilities will be fierce. You must formulate the winning strategy.

Your Goal

Conquer all rival Daimyos and unify all feudal states under your control.

Scenarios

Two scenarios present different balances of power between the warlords.

The Warring States1555

Nobunaga Surrounded by His Enemies1571

Game Mode

Play your game from one of three game modes.

Multi-Play

You set the difficulty level of your game and then the number of people who will play. Up to 8 people may play in alternating command turns.

Historical

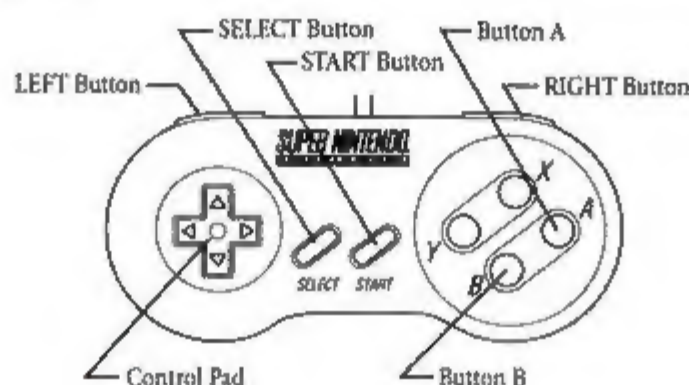
This is a one player game. Historical events are well-integrated into the game. The game settings are set at a fairly difficult level, and there is no way to change the level of difficulty.

Demonstration

This is a demo mode in which the player merely watches a game played out by the computer. You set the difficulty level and whether or not you will view battles between other states.

The Controller

You can use either the left or right controller when playing single or multi-player games.



START Button

- Skip through the introduction to game set-up

SELECT Button

- Access the Options Menu from the Main Display

Button A

- Select highlighted commands and items
- Answer YES to (Y/N) questions

Button B

- Cancel selections
- Answer NO to (Y/N) questions
- End the command turn

LEFT/RIGHT Buttons

- Switch the data category by which generals are listed
- Access map with Daimyos' spheres of power
- View battle data while at war

Control Pad

- Move the cursor through command menus
- Scroll through lists or flip through pages of information
- Move cursor across map

KEY TO QUICK PLAY

Setting up the Game

1. Make sure the power is turned OFF.
2. Insert the LORD OF DARKNESS game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to game set-up.

Starting A New Game

1. Select "1. New Game."
2. Select a scenario from the two choices.
3. Select a Game Mode (Multi-Play, Historical, or Demonstration).
4. Select a color-coded region on the map. The area that you select will determine which Daimyo you will role-play.
5. Decide whether or not to watch other states battles. By selecting either 'Watch' or 'Choose', the player may view other state battles. For a more detailed explanation, please see **Options Menu**.
6. Verify your selections. Select YES to begin. Select NO to change the set-up.

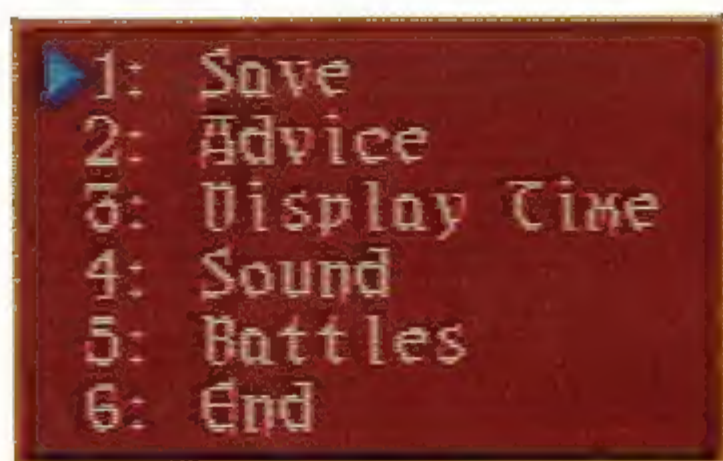
Continuing a Saved Game

To play a saved game, choose "2. Saved Game" during set-up.



Options Menu

Ending and saving the game can be done from the Options Menu. The option commands can be displayed by pressing the SELECT button at the main display.



Options Menu

Save

Up to two games can be saved. If you save in a slot where a game was previously saved, the previous game will be erased and replaced with the new game.

Advice

Decide whether or not to view advice from your military advisor. Advice will be given at the beginning of turns if a military advisor exists in a state.

Display Time

Set the length of time that messages will be displayed. Higher numbers indicate a longer message display time. The default setting is 5.

Sound

Select whether to listen to music and sound effects in Stereo, Mono, or turn all sound OFF.

Battles

Decide when to view battles between states over which you do not have direct control. These states will either be computer controlled or states to which you have delegated control. You may select to watch all battle displays, have this option displayed before battles begin, or ignore all battles.

End

Quit your game. Although you end a game, you may also start a new game from this option. If you don't want to play another game, you can watch the computer take over your Daimyo and continue the game in demonstration mode.

Victory Conditions

Victory

If you defeat all Daimyos and take control of all states in Japan, you win!

Defeat

If you fall in battle or die of old age without a successor, you lose! You need to have generals in your states to name a successor in case your Daimyo meets bad luck.

Common Functions

Number Input

Move the cursor to the digit you want to change with the Control Pad, and change the value by pushing up or down on the Control Pad. To set the maximum value, press <— when the cursor is on the furthest digit to the left. Press A to input the value.

Selecting Multiple Generals

Some commands or activities allow you to select multiple generals. Press A to select each general. The names of the generals selected will be shown in green. To cancel a selection, position the cursor next to a selected name and press A. Since only 8 generals can be shown at one time, press down on the Control Pad to view other generals. Press B when you are done with selections.



Select Multiple Generals

Arranging Generals By Data Categories

Pressing the Left or Right Buttons will allow you to change the data category under which the generals are listed. Move the arrow to a category and press A. The generals will be re-listed from the highest to lowest value of that category. To end, press Left or Right again.

Selecting a State

Move the arrow across the map using the Control Pad. Press A to select and B to cancel.

Moving and Attacking in Battle

Move the cursor to select a direction in which to move, or a target to attack. Press A to execute the action.

Ending Your Turn

End your command turn by pressing B at any time and then answering YES to ending your commands for the month.



THE PATH TO CONQUEST

Main Display



Main Display

- ① Main Commands
- ② Date, Season
- ③ Rice and Gold
- ④ Rice/Troop Market Prices
- ⑤ State Name/State Color
- ⑥ Daimyo
- ⑦ State Data

Rice and Troop Market

This bar graph shows the fluctuation of monthly prices in gold for both one bale of rice (**R**) and one division of soldiers (**M**). Market prices can change dramatically at times, so it's a good idea to keep an eye on these rates.

State Data



Gold

The amount of gold in a state. The gold supply increases in January from the receipt of tax revenues and decreases that same month when military salaries are paid. The gold supply will also change depending on the funds spent on executing commands.

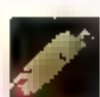


Rice

Rice is the symbol for military provisions in a state. The rice supply increases in July when tributes are collected and decreases that same month when military salaries are paid.

Tea Items

The type of the highest class tea item (10 - 1) that a Daimyo or Governor holds.



Tea jar

Tea Vessel

Tea Cup

Tea Kettle

Vase



Soldiers

The number of soldier divisions in a state. You may recruit additional soldiers with **MLTY-Recruit**. Soldiers will decrease from battle casualties, sickness, and old age.



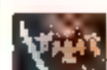
Soldier Loyalty

Level of devotion to the Daimyo. Loyalty increases with **MLTY-Pay Men**. It decreases when soldiers are recruited and when military salaries cannot be paid.



Training

Skill level of the army. Training increases with **MLTY-Train** and decreases when new troops are recruited.



Generals

Number of generals in a state. They command soldiers in battle. Recruiting ronin will increase the number of generals.



Castle Defense

Defensive capability of the castle. The **DVLP-Castle** command can increase this value, but earthquakes, Ikko sect riots, fire, and battles within the castle lower this value.



Rifles

Number of rifles a state holds, in hundreds. Rifles can be obtained through the **TRDE-Rifle** and **MFTR-Rifle** commands, or from a black marketer. When soldiers of a rifle division fall in battle, the number of rifles also decreases. There is one rifle per soldier in a rifle division.



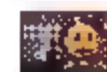
Agriculture

The level of rice production. Agriculture can be increased with the **DVLP-Fields** command. Agriculture decreases when a state is hit by a typhoon or when there is a revolt. The higher the level of production, the more rice a Daimyo/Governor will receive at the tribute rate. The optimal value differs for every state.



Water Safety

Protection from Typhoons and the availability of water for agricultural needs. This protection can be improved with **DVLP-Dams**, but is decreased with typhoons and with the use of **DVLP-Fields**. High Water Safety levels will ensure that rice tributes will increase in July and that Typhoons will inflict less damage.



Commerce

Economic development of a state. Commerce is increased through the **DVLP-Economy** command, but decreases when riots or earthquakes occur. Higher Commerce results in greater tax revenues collected in January. The maximum Commerce value depends upon the Culture level of a state.



Citizen Loyalty

Citizen loyalty to the Daimyo. Loyalty increases when **DVLP** commands are executed and when the tax and tribute rates are set low. Plagues, natural disasters, and high tribute and tax rates will cause loyalty to drop. Loyal citizens are less likely to riot.



Culture

Culture level in a state. The state with the highest Culture in your domain will lead the way for increasing the other states' Culture levels. Using expensive tea items, hosting tea ceremonies, and inviting artists to paint murals will raise the Culture level in a state. A high Culture level will allow for an increase in tax revenues. The Culture level can be increased with the **PSNL-Educate** command.



Skill

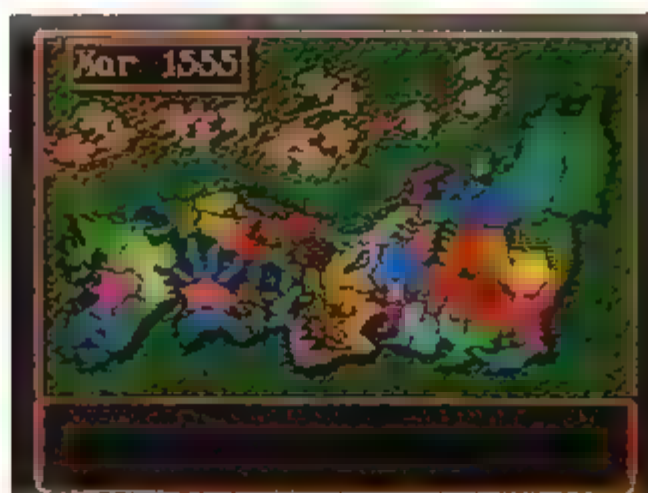
Technology level of state. Skill increases with the **DVLP-Skill** command. Skill also increases when a blacksmith visits and offers to teach you a new skill. However, ninja sometimes impersonate blacksmiths and steal your technology secrets. The state will be able to produce greater weapons as skill increases, see below.

Skill Level

Production Ability

100	Search and mine for gold
250	Forge rifles
500	Construct warships

Country Map



To view the map, press either the Left or Right Button at the Main Display. Pressing any button at the Map will return you to the Main Display.

Event Display

When an event occurs, the extent of the effects will be displayed by highlighting states on the map. The darker the color, the greater the hardship, or fortune.

Relations with Neighboring Countries

Neighboring states are those which are either connected by a road or have adjacent borders. States separated by mountains are not considered neighboring states. The **MLTY** commands **Move**, **Send**, **Battle**, and **Joint** may not be used in connection with non-neighboring states.

Seasons

There are four seasons, Spring (Jan-Mar), Summer (Apr-Jun), Fall (Jul-Sep), and Winter (Oct-Dec). The map will change colors for each season. A fan will also display the season. Certain events are seasonal, see **Seasonal Events**.



Spring



Summer



Fall



Winter

Executing Commands

Every month, each state has one turn to execute commands. The Daimyo or his generals may execute commands. The effectiveness of a command depends on a general's abilities and the amount of money expended. Each general may execute only one command per turn, with the exception of the Daimyo and state Governor.

Governance Points Maximum: 200

Governance Points (GP) are required to execute commands and are expended when commands are executed. Required GP depends on the type of command and the person executing the command. The Daimyo and Governor require the most GP. The **INFO-Other** and **PSNL-Control** commands do not require any GP.

The number of GP available depends on the Political power of the ruling Daimyo or Governor. When the game begins, the initial GP is equivalent to the Daimyo/Governor's political skill. Each month, the political skill value is added to the remaining GP.

General Data



Your Daimyo Info

Rank

Power hierarchy of generals. There are three ranks: Daimyo, Governor, and General.

Age

A general ages one year every January. The older a general gets, the easier it is to succumb to illness and old age.

Politics



Maximum: 100

Ability in domestic affairs. Political know-how is also important for foreign affairs. Raise a general's Politics level with the **Education** command. However the maximum level is limited to 5 points lower than the highest Politics level of a general under your control.

Combat

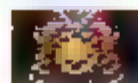


Maximum: 100

This military ability affects fighting power in battle and troop training. A general can raise his Combat level by capturing or eliminating a general with a higher Combat level during a blitz attack.

Note: When a general possesses a warship, his Combat value will be displayed in green in the listing of generals.

Charm



Maximum: 100

The ability to charm and persuade others. Extremely important for negotiations with other Daimyos and raising the loyalty of your army.

Ambition



Maximum: 100

The degree of sacrifice that a general is willing to make in order to conquer Japan. The higher this value, the more likely a general will rebel, and the more likely a Daimyo/Governor will go to battle.

Loyalty



Maximum: 100

Loyalty toward the Daimyo. Increases if general is rewarded. Decreases if tea items are taken away, or if salaries cannot be met in January and July. Low loyalty will increase the chances that a general will rebel or turn against a Daimyo in battle.

Education



Maximum: 100

Knowledge of the tea ceremony and other traditional art forms. The Education level can be increased by hosting a tea ceremony and inviting a general to attend. If the Education level is low, Imai, the merchant, will not trade for rifles or tea items. The higher the value, the greater the chances for success with foreign affairs.

Note: The Education value for any general holding a tea item will be displayed in green in the listing of generals.

Number of States Daimyos only

Number of states under a Daimyo's rule.

Princess

Daimyos only

For your daimyo, it indicates how many princesses you have and if any have been given to other daimyos in arranged marriages. For other daimyos, it indicates whether you have sent, received or traded daughters with that daimyo.

Alliance

Daimyos of Other States only

Indicates whether or not you have an alliance with the selected state.

Tea Items

Daimyos only

The tea item type of the highest class tea item held by a Daimyo will be displayed to the right of his face. All tea items held can be viewed with **INFO-Tea Item**.

Game Events

There are several events that occur throughout the game. There are events which are seasonal and can be planned for, and there are random events that occur without warning.

Seasonal Events

Tax and Tribute Rates

As the Daimyo, you must decide and set the tax rate in January, and the tribute rate, in July. There are three ways to set the rates:

By Governor: Delegate the decision to the Governor of each state under a Daimyo's rule.

Uniformly: Set the tax and tribute rates so that all states under your rule pay the same rate.

By State: Set individual rates for each state.

If the rates are set high, the people of a state will become angered and their loyalty will fall. If the rates are set low, the people will rejoice and their loyalty will increase. The standard is 45%, but your military advisor will give you advice on appropriate rates.

Tax Collection (Jan)

Every year in January, taxes are collected. The rate can be anywhere from 1 to 100%. Depending on the Tax rate, Economy, and Culture, the amount of taxes collected will vary. The higher the rate, the more gold received from taxes, but citizen loyalty will decrease.

Military Salary (Jan & July)

Generals are paid twice a year. In January they are paid in gold according to their abilities and in July, they are paid in rice according to their number of soldiers. If their salaries are not paid due to lack of money and rice, loyalties of both the generals and their soldiers will drop.

Typhoon (Apr-Jun)

Japan is buffeted by Typhoons every year. States suffer damage to their Agriculture, Economy, and Water Safety. A high Water Safety level can minimize the damage from typhoons.

Tribute (Jul)

Rice is collected according to the Tribute rate. The amount of rice collected increases when there is a good harvest and decreases when the harvest is poor or when the state has been hit by a typhoon.

Harvest (Jul)

Depending on the weather, states may experience good or bad harvests. Blizzards and other natural disasters will result in a poor harvest. High levels of Water Safety and Agriculture increase the chance for a good harvest.

Blizzard (Oct-Dec)

Snow storms which prevent all movement may occur in the northern mountainous areas, especially in the Tohoku area. The **MLTY** commands **Move**, **Send**, and **Battle**, the **TRDE** commands, and the **AFRS** commands cannot be executed during this time.

Random Events

Ronin Visit

These masterless samurai, having heard tales of your greatness, may visit you and ask to be hired. If you agree to hire ronin, they will become your generals.

Riot

Riots erupt when the citizens are displeased with your decisions or those made by your governors. If the Tax and Tribute rates are set high, and the loyalty of the populace is low, riots may occur frequently. When a riot occurs, you may select from four responses: Give Gold, Give Rice, Do Nothing, and Ready Army. If the Daimyo does nothing, Citizen Loyalty, Agriculture, and Water Safety levels will all decrease.

Ikko Riot

People of the Ikko sect are extremist followers of an authoritarian school of thought, led by Honganji. If western ideas are allowed into Japan and the Ikko followers in a state do not accept the teachings, a riot is likely. Citizen Loyalty, Agriculture, and Commerce decrease from the riot. Their riots may lead to fires, which will decrease castle defenses. If Honganji, the leader of the Ikko sect, is defeated, these riots will not occur.

Rebellions

The generals under a Daimyo or Governor may break away from a state. Generals may defect to neighboring states taking with them troops, rifles and tea items, or they may decide to become ronin and wander. If the loyalty of an ambitious general is low, a rebellion is highly likely.

Epidemic

Epidemics spread quickly through states. If the people of a state are affected, then Soldier, Agriculture, Commerce, and Citizen Loyalty values fall.

Earthquake

Earthquakes can occur on land or off shore. In states which are damaged, Soldier, Commerce, and Castle Defense values all decrease.

Tea Master Visit

Tea Masters, such as Senno Rikyu and Tsuda Sokyu, travel around Japan and host tea ceremonies. If a tea ceremony is successful, the Loyalty and Education levels of all generals increase along with the state's Culture level. If your tea items are not equal to or better than those of other generals attending a ceremony, the loyalty of your generals and your state's Culture level will decrease.

Louis Furois

The western scholar Louis Furois may request your permission to teach western ideas in Japan. If the Daimyo allows the teachings, and the people accept the foreign ideas, the Skill level will increase. Sometimes, Louis Furois may present you with a tea item in gratitude for allowing him to continue his teachings. If you reject his teachings, citizen loyalty will decrease.

Artist Visit

Famous artists, such as Kano Eitoku or Hasegawa Tohaku, travel throughout Japan and paint folding screens for Daimyos. Depending on the value of a screen, your state's Culture level will increase.

MAIN COMMANDS

Any commands which require governance points (GP) will display the GP necessary if either the Daimyo/Governor or Retainer (General) executes the command.

DVLP (Develop)

Fields

GP: Daimyo 50 Retainer 25

Cultivate the earth to prepare it for a rice crop. High levels of Agriculture result in greater revenues of rice at tribute time. Developing fields lowers the Water Safety level.

Dams

GP: Daimyo 50 Retainer 25

Build dams and reinforce river banks to raise the Water Safety level. Building dams will increase the amount of rice produced and protect the state from typhoon damage.

Economy

GP: Daimyo 50 Retainer 25

Invest in town commerce and help the economy grow. The better the economy, the more gold which can be collected in taxes in January.

Skill

GP: Daimyo 50 Retainer 25

Scholars of a state will spend time to improve production techniques. When Skill reaches 100, a state can begin to mine gold; at 250, rifle production becomes possible; and at 500, warship production is possible. Rifles and warships are exceptionally strong weapons in battle.

Castle Defense

GP: Daimyo 50 Retainer 25

Fortify your castle defenses. A high Castle Defense level will increase protection against enemy assaults.

Gold Mine GP: All 50

Once your Skill level has reached 100, you can search and mine for gold. This command may be used only once per turn. A gold mine can be depleted of its gold from excessive mining. However, it is possible to search for another gold mine.

MLTY (Military)

Move GP: All 20

Move a general to another state under your control. The general may take gold, rice, soldiers, and rifles.

Send GP: Daimyo 20 Retainer 10

Send goods to another state under your control. It is possible to send gold, rice, soldiers, and rifles.

Battle GP: All 50

Attack a neighboring state. The maximum number of generals that may join a battle is six. When you (the Daimyo) do not go to war, a Field Commander must be chosen to command the assault. This command can also be used to send reinforcements to battle sites for forces caught in extended wars.

Joint GP: All 50

Join forces with another Daimyo and attack a third state. Joint forces can be sent only from states neighboring the attacking states or the target state. After a messenger is sent to a Daimyo to ask for joint forces, you may still cancel war preparations, but it will cost 10 GP.

Recruit GP: Daimyo 40 Retainer 20

Recruit soldiers to expand your army. Soldiers are recruited in divisions. The recruiting cost displayed is for one division, or 100 men. The cost changes according to market prices.

Train

GP: Daimyo 40 Retainer 20

Increase the combat readiness of your soldiers. The higher the Combat skill of the general chosen to train the soldiers, the more effective the training. High training levels of soldiers will result in a more powerful attacking ability, and a more accurate aim for rifle division soldiers.

Pay Men

GP: Daimyo 20 Retainer 10

Give gold to soldiers in order to raise their loyalty. High loyalty will ensure a soldier's effectiveness in battle. Low loyalty might cause soldiers to desert in the middle of a battle.

TRDE (Trade)

Sell Rice

GP: Daimyo 40 Retainer 20

Sell extra military provisions for gold. The rate of exchange will vary.

Buy Rice

GP: Daimyo 40 Retainer 20

Buy rice to maintain military provisions. The rate of exchange will vary.

Rifle

GP: Daimyo 40 Retainer 20

Buy rifles, in groups of 100, from the Sakai merchant Imai Sokyū. The price is determined by your friendly relations with Imai and the Education level of the general selected to make the purchase.

Tea Item

GP: Daimyo 40 Retainer 20

Buy a tea item from Imai Sokyū. The Culture level of the state, level of relations with Imai, and the Education level of the general making the purchase all influence the trade. If a general's Education level is too low, Imai will not trade. Tea items are classified in ranks from 10 to 1, 1 representing the most valuable items. You may give a tea item to a general as a reward or host a tea ceremony with the item. A tea item also may be used to give tribute to another Daimyo.

INFO (Information)

General

GP: All 0

Data on all the generals in a state.

Land

GP: All 0

List of the states under your rule and the methods by which they are governed.

Other

GP: Daimyo 30 Retainer 15

Use this command to spy on states outside your control. You can send ninja, but they may be captured. It is also possible to view data on states under your own rule, but no GP is required at this time.

Tea Item

GP: All 0

List of tea items held by generals in the state. See **State Data-Tea Items** for all tea item types.



View Other Daimyo States

PSNL (Personnel)

Control

GP: All 0

Give

Delegate control of states into the hands of individual governors. Governors will rule by a domestic style of government.

Direct

Take direct control of all states under your control.

Select

Select a state, the general to take direct control, and the type of government by which the state will be governed.

Domestic: Focus is on strengthening the state through production. This is usually the best choice for states with no neighboring enemies and a Governor with high Political skill

Military: Focus is on expansion through military force. This is usually the best choice for states with neighboring enemies and a Governor with high Combat skill and Ambition.

Educate

GP: Daimyo 80 Retainer 40

Educate generals in politics and foreign affairs. This command will raise a general's Political skill.

Dismiss

GP: All 10

Dismiss generals with low abilities. As a result, other generals with low loyalty might rebel from your service. Generals who desert become ronin.

Reward

GP: All 20

Raise a general's loyalty with a reward of gold or a tea item. A Daimyo/Governor's charm greatly affects the general's rise in loyalty.

Gold

The more gold given, the greater the increase in loyalty.

Team Item

Give a tea item from a Governor's or your collection. If the tea item is of a high class, the increase in loyalty will be greater than if gold was given.

Take

GP: All 20

Seize a tea item from a general. The general's loyalty will decrease and he may leave to become a ronin.

Tea Ceremony GP: All 80

Raise the Education levels of generals who participate in the ceremony. Depending on the number of participants, a certain price will have to be paid. The price varies according to the Education level of the participants and the class level of the tea items. When in Settsu and its neighboring states, you may invite the merchant Imai. If Imai does attend, relations with him will increase.

Note: In order to hold a tea ceremony, there must be at least one general attending that has a tea item and an Education level ≥ 60 .

AFFR (Affairs)

Sabotage

GP: Daimyo 90 Retainer 45

Bribe

Send a messenger into another state to make a deal with a general to turn sides during battle. If this ploy is successful, the enemy general will change sides during battle and fight for you. But even if the general accepts your initial offer, he may not always change sides in the middle of a battle.

Incite

Send ninja into two different states in an attempt to instigate a fight between them. If this ploy succeeds, the two states will battle and even if it's a stalemate, both states will be weaker and vulnerable to your attack.

Agitate

Send a ninja into another state to spread damaging rumors about the Daimyo and lower citizen loyalty. If this ploy succeeds, a riot may result.

Politics

GP: Daimyo 100 Retainer 50

Tribute

Improve relations with other states by sending gifts of gold or tea items to other Daimyos. The chances of success depend on the amount of gold sent and the class level of the tea item.

Alliance

Set up a non-aggression pact with another Daimyo. Once an alliance is set, relations with that Daimyo will improve. Alliances may prove helpful in keeping enemy neighbors in check, but some Daimyos ignore alliances and attack.

Marriage

Ask another Daimyo for their daughter's hand in marriage. If successful, this will raise relations between the two countries. Daimyos associated

by marriage are less likely to attack each other than with a regular alliance, yet there are no guarantees.

Threat

Convince another Daimyo to surrender and hand over his domain to you. A threat will rarely be successful unless your military strength is far superior to the other state. However, even if you fail, the other state may try to placate you if they fear military action from you.

Cut Ties

Break off an alliance with another state. If you attack a state with which you have an alliance, the alliance will be automatically broken and your generals' loyalty will decrease. Therefore, if you plan to attack, it's always a good idea to break off the alliance first.

MFTR (Manufacture)

It takes three months to finish production of rifles and warships.

Rifle

Forge rifles in your own state. Your skill level must be at least 250. The amount of gold required to make 100 rifles depends on the Skill level of the state, and the Politics level of the general assigned to oversee production.

Warship

Manufacture warships in your own state. Your Skill level must be at least 500. Warships are powerful in sea battles with their cannons. The amount of gold required to make one warship depends on the Skill level of the state and the Politics level of the general assigned to the project. However, only the coastal states and Oumi can use this command.

ON TO WAR!

Field Battle Display



- ① State Name / Number ③ Battlefield Map
 ② Date, Weather ④ Battle Commands

Castle Battle Display



Castle

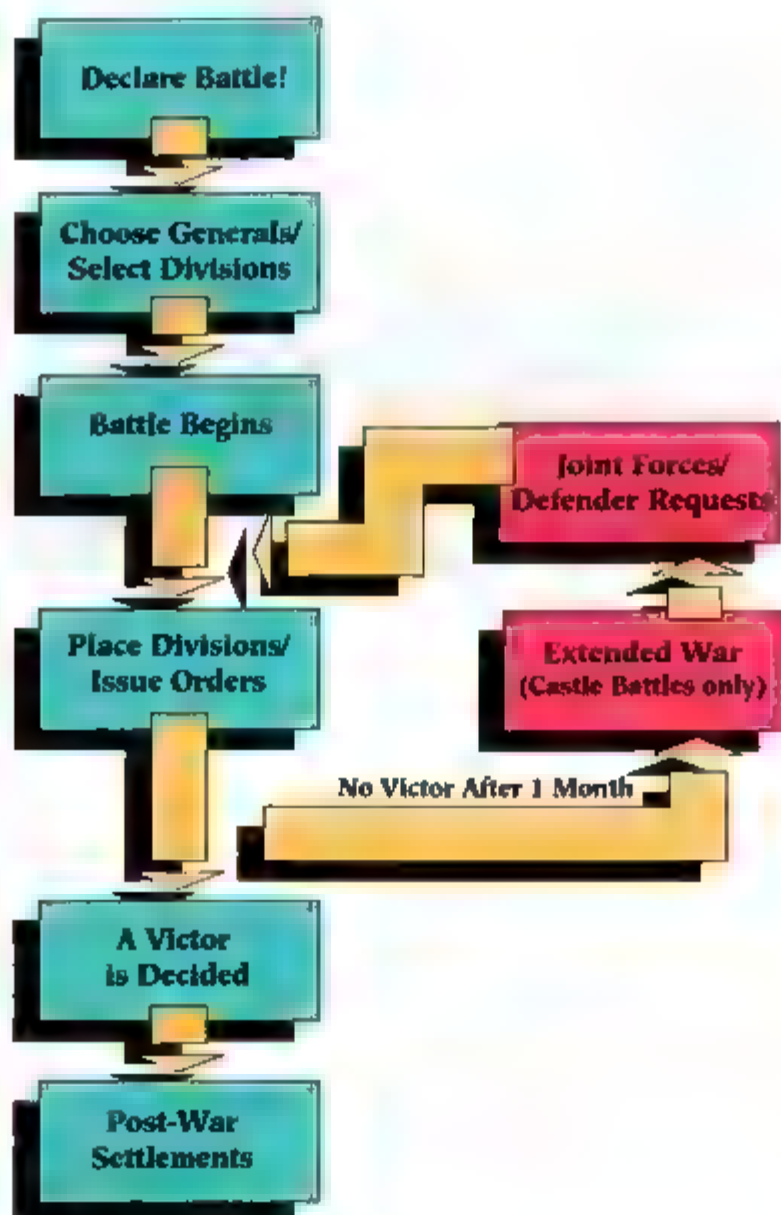
- ① State and Castle ③ Battle Map
 ② Date, Weather

Battle Flow

Battles take place whenever you attack a state, are attacked, join a battle, or send reinforcements. The Battle Display will be shown if one of your directly controlled states gets involved in battle or if you have chosen to watch other states' battles.

Flow Chart

The flow chart below shows the order of events in a battle.



Declare War

Select the state to attack. If you are planning a joint attack, you must select the Daimyo whom you will ask for support.

War Preparations

Select up to six generals to join the battle. You must also choose a Field Commander to lead your troops when you do not join the invasion force.

Assign soldiers to the generals (Max. 100) and name divisions: Infantry, Cavalry, or Rifle. See **Battle Unit Types**. The attacker must also decide how much rice to bring with the army. One unit of rice can feed one division of soldiers for one month.



Naming Division Types for Battle

Position Troops

You may select the individual positions for each unit or leave this responsibility to the computer. Once the troops have been placed, you'll be ready to fight.

Field or Castle Battle (for Defender only)

If attacked, you must decide whether to fight on the open plains or from the security of your castle walls. Once decided, the battle location cannot be changed mid-battle.

Field Battle

Takes place outside the castle. The time allotted for the battle is 7 days. There are 8 turns each day, or one turn every 3 hours.

Castle Battle

Takes place within the castle. The length of time allotted to the battle is 30 days. There is only one move per day. If at the end of the month neither side has triumphed, then the battle will become an extended war and continue the following month. When the battle resumes, you can request reinforcements from neighboring states (no more than six units at once).

Requesting Reinforcements (Defender-Castle Battle)

Once the defending side has declared that it will withdraw to the castle, it has the option of requesting reinforcements. The request can be made only to a neighboring state. The status of relations between the Daimyo requesting reinforcements and the Daimyo being asked will directly influence whether reinforcements will be sent or not.

During the Castle Battle, the defender may also request reinforcements from available generals with the **Order** command.

Victory Conditions

Attacking Side:

1. Total destruction of the defending units
2. Capture, eliminate, or force the Field Commander to retreat.
3. Take over the defending main camp (Field Battle) or castle (Castle Battle).
4. Defender's provisions (rice supply) run out.
5. Demand surrender and defender accepts (Castle Battle only).

Defending Side:

1. Total destruction of the attacking units.
2. Capture, eliminate, or force the Field Commander to retreat.
3. The attacking side runs out of provisions (Provisions can be stolen by taking over the enemy's main camp).
4. The battle lasts more than a week (Field Battle only).

After the Battle

Once the smoke clears, the state in which the battle was fought becomes a state of the winning side's Daimyo. The losing generals may escape to a neighboring state if there is a state under their Daimyo's rule. If the generals are not able to flee, they will be captured by the winning side. The captured generals will be brought before the winning Daimyo, who will give judgment on their fate: Finish, Release, or Recruit. If the attackers win, the Field Commander of the attacking forces becomes the Governor of the state.

Battle Unit Types

The blue units are those of the attacker and the red ones are those of the defender. Yellow units represent reinforcements, while green units represent joint forces.

Infantry (Basic Mobility 4)



Attacker



Defender

Foot soldiers. Infantry unit size is limited only by the number of soldiers. During a siege on a castle, infantry units are capable of crossing moats and scaling walls.

Cavalry (Basic Mobility 6)



Attacker



Defender

Horse riding warriors. A cavalry unit can be only as large as the amount of gold you hold. Cavalry units have the greatest mobility and execute strong blitz attacks.

Rifle Unit (Basic Mobility 3)



Attacker



Defender

Soldiers armed with guns. A rifle division can be only as large as the number of rifles held by the state. Rifle units can attack targets from a distance. They may also cross moats and scale walls, like infantry.

Assigning Soldiers to Division Types

Example: A state with 23 Gold, 100 Men, and 25 Rifles could create a Rifle unit with up to 25 soldiers, a Cavalry unit with up to 23 soldiers, and an Infantry unit with 52 soldiers.

Ships



Normal Ship



Warship

Normal Ship and Warship

The warship is a superior version of a normal ship. The mobility for a normal ship is three while it is six for a warship. Normal ships must be close to their enemies in order to attack; however, the warship is similar to a rifle unit in its ability to fire from a distance. The firepower of warships is even stronger than that of rifle units.

Weather and Time

The conditions of the battlefield change depending on the season, weather, and time of day. Rain and nightfall limit visibility to adjacent locations. Be sure to remember this and plan your commands and moves accordingly.

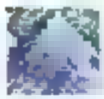






Rain: The defending unit can see only adjacent locations. Rifles and cannons cannot be used.

Night: Units can see only adjacent locations. Depending on the season, the nights will vary in length.

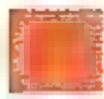

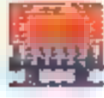




The Landscape

Effective use of the landscape during battle can mean the difference between winning and losing. **Protection** indicates the level of protection against enemy attacks. Higher numbers represent terrain with a greater strategic importance. **Required Mobility** represents the mobility points needed to enter that type of terrain.

Field Landscape

TERRAIN	PROTECTION	REQUIRED MOBILITY
 Mountains	Impassable	Impassable
 Hills	4	3
 Plains	3	2
 Forest	4	3
 Sea	1	3
 Lake/Rivers	1 (Lake Biwa is an exception It is considered a sea)	6
 Main Camp	5	3

Castle Landscape

TERRAIN	PROTECTION	REQUIRED MOBILITY
 Flat Ground	3	3
 Moat	1	2
 Castle Wall	2	6 (Cavalry can't scale the wall)
 Gate	4 (If Open)	9 (Cavalry can't scale the gate)
 Barrier	Impassable	Impassable
 Tower	5	3
 Inner Castle	5 (Depends on Castle Defense)	3

Note: It takes 9 mobility points to penetrate both the walls of a castle and the moat surrounding a wall, but your success is not assured.

BATTLE COMMANDS

When a unit passes a command turn, its mobility increases 1 point (Max. 10).

Move

The distance a unit can travel depends on the mobility of the unit as well as the landscape. If a unit moves next to an enemy unit and still has mobility points left, it can attack the enemy unit. When rifle units are attacked in this way, the rifle unit will automatically retaliate.

Attack

Normal

Attack a unit in an adjacent location.

Blitz

Launch a constant, pressing attack with the aim to destroy the enemy unit. If the enemy unit is not completely wiped out, the attacking unit will either pass over the enemy unit or be pushed back to its original position. This attack cannot be used during sea battles.

Rifles

Rifle units can fire on enemy units within 2 spaces (3 spaces for Castle Battles). The attack is more powerful than that of a normal attack, but a rifle attack cannot be used in the rain or snow, nor can it be used when a unit is in a lake, river or sea. Furthermore, Rifle units cannot fire through the following terrain: mountains, hills, forests, castle gates, towers, or the inner keep of the castle.

A high training level will increase the accuracy of the rifle shots. If two rifle units are adjacent, both units will fire when the command is given for either one to shoot.

Cannon

Cannons can be used only during a sea battle, but have a range of up to 3 spaces. Cannons are more powerful than rifle units. However, like the rifle units, cannons cannot be used in snow or rain, nor can they fire through terrain such as mountains and hills. In addition, adjacent cannons will both fire if the command is given for either unit to fire.

Storm

During a Castle Battle, this command is used to storm the castle gates and lower its defensive capabilities. Once the defense of the gate is 0, the gates are broken down and units can move into the castle grounds.

Retreat

Retreat is only possible to another state under the rule of the same Daimyo, or to a vacant state. If a unit tries to retreat while adjacent to an enemy unit, capture is highly likely.

Castle

Only generals of the defending side may retreat to the castle. Any general, including the Field Commander, who retreats to the castle may not return to a Field Battle for the remainder of the month.

Info

Unit

View unit data: learn whether a unit is an attacker or defender, if the unit is commanded by the Field Commander, the number of soldier divisions, their training, combat ability and loyalty to their Daimyo. Move the cursor over the unit you wish to view and press A. Viewing your own units does not count as a command turn.

Advice

Ask generals for an analysis of the battle situation. Only the Field Commander can use this command.

Order Demand

Ask for the surrender of defending enemy forces while in a Castle Battle. Only the Field Commander can use this command.

Battle

The defending side can call generals waiting in the castle to battle. However, there is a maximum of 10 generals who may be involved in a battle.

Gate

Open the castle gates. This command can only be used by units adjacent to the gates. The attacking force can only use this if they are on the inside of the gate.

Control

Give command control of a unit to the general leading the unit.

Other Battle Tactics

Viewing Data

To view the military make-up of both warring sides, press the Left Button. Data includes: the name of the home province and Daimyo, the face graphic and name of the Field Commander, whether the army is the attacker or defender, and data on the number of generals, soldier divisions, loyalty, and amount of rice. Pressing the Right button will show the number of troops remaining in each unit.



Battle Data

Movement at Sea

If a unit moves into a lake or the sea, its graphic will change to a normal ship unit. If the general has a warship, he will use the warship and gain greater mobility.

Stealing Provisions

If the defending side is able to take over the attacker's main camp, it can steal provisions and force the attacking side to retreat.

Ambush

Move your unit next to an enemy unit during the night or in the rain to launch a surprise attack. Regardless of who attacked first, the result is decided by the combat skill and training of the general making the move. An ambush is more powerful than a normal attack.

STRATEGY HINTS

Strengthening the State

It is important to consider economics in state affairs. You cannot go around attacking other states without any money or rice. Raise the amount of gold and rice collected during tribute, tax and harvest times by developing your Agriculture, Water Safety and Commerce levels with the **DVLP** commands. Also use smart trading practices (**TRDE**) to make a profit by buying low and selling high.

Other factors important in building up a state are the Culture and Skill levels. Use **DVLP-Skill** to increase the technology skill of the state to produce items such as rifles and warships. Culture levels can be raised by using **PSNL-Ceremony** to host a tea ceremony. In order to host a tea ceremony, you must have a tea item, but it is also possible to purchase tea items from the Sakai merchant Imai Sokyū.

Empower Your Military

Strengthen your army by improving your generals. Use **PSNL** commands to educate your generals in Politics and invite them to tea ceremonies to raise their Education, and Loyalty levels. The higher the Education of a general, the more effective his actions will be on diplomatic missions and the easier it will be for him to purchase rifles and tea items from the merchant Imai.

Always take care of your generals. Raise the loyalty on generals with high abilities by rewarding them with gifts and dismiss generals with little or no skills.

Build-up your military strength by recruiting more soldiers through **PSNL-Recruit**. Carefully watch the soldier rate so that you hire at an advantageous rate. With **MLTY** commands, improve your army's performance on the battlefield through training and the raising of loyalty through salary payments.

Use Politics to Your Advantage

Once the state has been able to maintain steady growth, look to expand your power with the **AFFR-Politics** commands.

Continuously waging war will weaken your domain. Take time to establish strategic alliances before forging into war. Set up peace pacts, join powerful families through marriage, and improve your relations with stronger states by offering tribute gifts of gold and tea items. Carefully select your messengers for diplomatic missions. A messenger's Political skill, Education, and Charm will affect the outcome of negotiations.

Keep track of your enemies and your allies. Remember, a friend today may be an enemy tomorrow. If you think that an alliance has outlived its usefulness, break it off with **Cut Ties**.

Sabotage Your Rivals

Dirty, but effective **AFFR-Sabotage** commands are useful in swinging situations to your advantage.

Weaken enemy states before you begin an attack or issue a threat. Incite enemy Daimyos to battle amongst themselves or decrease the citizens' faith in their Daimyo. If your sabotage activities are successful, the enemy states will weaken and become ripe for your attack.

You may also bribe enemy generals to betray their Daimyos and change sides in battle. But be careful, your accomplices may not live up to their promises.

GAME VOCABULARY

Daimyo

The lord of a *domain*. A Daimyo rules from the *home state* and commands *generals* beneath him.

Domain

All states under a Daimyo's power. Some states may be directly controlled by the Daimyo while control of other states may be delegated to state *Governors*.

Field Commander

The *general* chosen by the Daimyo to command an invasion force when the Daimyo is not participating in a war.

General

An officer (retainer) serving a Daimyo. A general may become Daimyo by revolting and seizing power, or by being named *successor* to a fallen Daimyo.

Governor

A general put in charge of any state that is not the *home state*. The Governor can be given direct control over his state.

Home State

The state in which the Daimyo resides. There are some commands, such as **AFFR**, that can be used only in the home state.

Military Advisor

A general in the service of a Daimyo who has exceptional *Combat* and *Political* skills. The military advisor will offer advice unless you choose not to view it.

Ronin

A wandering warrior. Ronin serve no Daimyo. Occasionally they ask to be put into the service of a Daimyo, and may become generals.

Successor

A general chosen to become Daimyo or Governor when the current leader is destroyed in battle or falls victim to old age or an epidemic.

Vacant State

A state not under the control of any Daimyo. There are no vacant states when the game begins, but as Daimyos fall, states become vacant. Move a general into a vacant state to add the state to your domain.



SCENARIOS

Two scenarios set the stage for your tale of conquest in Lord of Darkness.

Scenario 1: The Warring States

Every state in Japan is locked into a struggle for power. Daimyos Date and Mogami occupy the northern Tohoku area. Daimyos Uesugi, Takeda, and Hojo rule the Kanto area. Daimyos Asai and Asakura have exerted their power in the area surrounding the capital. Oda Nobunaga has not yet emerged as a great warlord and only rules the weak state of Owari. Nobunaga has his sights on recruiting powerful generals such as Shibata Katsue and expanding his domain. Nobunaga must build up Owari and expand to other states.

Scenario 2: Nobunaga Surrounded by his Enemies

Nobunaga has extended his influence to Owari, Mino, Ise, Iga, and Yamato. He demonstrates his support for Shogun Ashikaga Yoshiaki and returns from the capital with new authority. But Yoshiaki fears that he is being used and spreads rumors to other Daimyos that Nobunaga is a dangerous threat. Nobunaga instantly finds himself the enemy of the Daimyo forces of Asai, Asakura, Takeda, Honganji, and Mori. This is a life or death pinch for Nobunaga. Nobunaga must find a way to escape from this powerful opposition and pursue his ambition to conquer all of Japan.

HISTORICAL BACKGROUND

The Age of Civil Wars (1467–1573)

When the political power of the Ashikaga shogun collapsed in the succession dispute of 1467, the islands of Japan erupted in a series of major wars and minor skirmishes. By the middle of the sixteenth century, two events happened that would bring order out of this chaos. The first was the emergence of Oda Nobunaga, the so-called “Useless Nobunaga,” as a strategist of unexpected genius. The second was the arrival of the first firearms on the small southern island of Tanegashima. Before long, the genius became acquainted with firearms and the rest, as they say, is history.

Foreign Weapons Appear

One day in 1543, a typhoon wrecked a ship off the little island of Tanegashima, just south of Kyushu. Curious about the foreigners, the villagers gathered around just in time to see three pale-faced men emerge from the ship carrying strange tools. These foreigners were actually Portuguese and the first Europeans to visit Japan. Everything about the Portuguese merchants fascinated the villagers, but among them, the “strange-looking tools” caused the greatest amazement.

What did these tools look like? Each consisted of an iron tube about 2-3 feet long mounted on a stock. The Portuguese stuffed a special powder down the tube, loaded a small lead ball, then suddenly struck a dramatic pose. Gently, they brought a burning rope into contact with a hole at the base of the tube, causing fire to leap out of the other end with a deafening report. The little lead ball flew out of the tube and through a target. This tool was known as the arquebus.

This so impressed the lord of the island that he paid an extraordinary price to obtain the foreign weapon and ordered his retainers to learn how to make gunpowder and manufacture the weapons themselves. About a year later, his men succeeded in producing a few dozen arquebuses of a slightly improved design.

The foreign weapon remained a curiosity until two merchants visited Tanegashima and learned the secrets of its manufacture. One brought his secrets to the armed monks of Negoro Temple while the other merchant went back to Sakai, the most important commercial center in Japan. Negoro and Sakai were soon supplying weapons to warlords throughout Japan.

The first use of the arquebus in actual warfare came six years after the Portuguese had first landed, during Lord Shimazu's attack on Kajiki Castle in the island of Kyushu. Curiosity about the new weapon spread among the powerful warlords such as Mori, Otomo, Hojo, and Imagawa, and the smell of gunpowder became part of the tumult of battle.

Drawbacks of the Arquebus

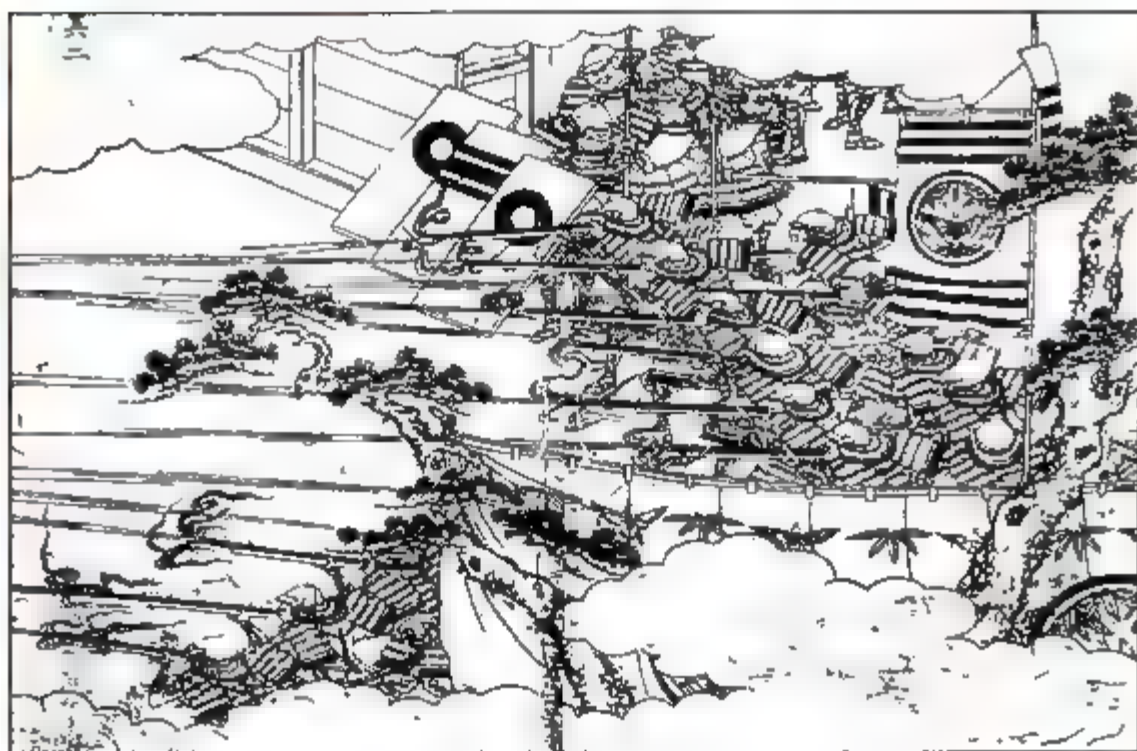
Although the arquebus spread through Japan with amazing speed, some samurai treated it as a toy. Like many warlords, Shingen used the arquebus only for its psychological shock value, frightening horses and samurai, or to eliminate specific generals. Aside from their long-range capability and ear-piercing blasts, arquebuses had two serious weaknesses which prevented them from playing a major role on the battlefield.

Firstly, the arquebus was completely useless when it rained or snowed. Secondly, loading the muzzle took a long time. Even a trained soldier needed at least twenty seconds. It took discipline to complete every step of the complex procedure correctly while under attack. Therefore, if the first bullet missed, the firing line would be destroyed by the enemy's counterattack. In fact, some soldiers threw aside their firearms after the first shot and in desperation threw stones at the enemy.

Takeda Shingen refused to trust such a whimsical weapon. He decided that a well-trained cavalry was the best offensive weapon, and built a

force which had no equal in Japan. A string of victories proved his theory of the offensive superiority of massed cavalry over the arquebus, and soon every warlord began to dread the day when the Takeda cavalry would ride out of the Kai mountains.

However, one man in Japan remained fascinated with the new weapon, took a keen interest in every advance which made them more practical, and kept secret their true terror. This man was Oda Nobunaga, and he would test his new theories on no else but Takeda Shingen.



The Road to Modern Tactics

Nobunaga was only nine when the arquebus first came ashore at Tanegashima. He practically grew up with the weapon. At the age of fifteen, he got his first taste of firearms and immediately became an avid student. Nobunaga's attachment to the arquebus only grew with time. When he entered Kyoto in 1568 as a supporter of Ashikaga Yoshiaki, Nobunaga made a point of visiting the nearby port of Sakai, which was the center for both importing and manufacturing arquebuses and gunpowder. Nobunaga boldly intimidated the city so that the citizens placed themselves under his direct control and guaranteed him a supply of weapons and gunpowder. With the defeat of Asai Nagamasa and the capture of his arquebus-making town of Kunitomo in Oumi, Nobunaga had more firearms than any of his rivals.

During the years 1570–1580, Nobunaga's most threatening enemy was the Ishiyama allied Hongan-ji temple in Osaka and its scores of Buddhist peasant militias scattered throughout the countryside. But through bitter battles, Nobunaga realized that a specialized arquebus corps, employing large numbers of firearms, could completely devastate the enemy. He kept his secret and waited.

Nobunaga finally found the chance to implement his strategy when Matsudaira Motoyasu called on him for help. Takeda Shingen's son, Katsuyori, had marched into Motoyasu's state of Mikawa to avenge his father. With great relish, Nobunaga issued a call to arms to confront the larger Takeda army:

"Hideyoshi! Muster 10,000 men and 3,000 guns at Gifu castle. Give the guns to the best marksmen.

Every man is also to carry a stake and plenty of rope."

Two days later Nobunaga joined Motoyasu in Okazaki, and the following day they arrived at the high ground of Shidara-ga-Hara, just west of Nagashino. Stockades were built every 120 feet to block the advance of the vaunted Takeda cavalry. Nobunaga gave his orders, "The arquebus corps will fire from behind this stockade. No erratic firing. Form three

16 DUKINE
ranks, with each rank firing volleys in turn." While the first rank was shooting, the second would be reaching for their ammunition, and the third would be reloading.

The battle began at 5:00 am. as Katsuyon launched wave after wave of horsemen at Nobunaga's stockades, but even the best-trained cavalry in Japan was helpless against coordinated fire. By three o'clock, some ten thousand men of Kai, from renowned generals to nameless foot soldiers, had been relentlessly mowed down. The famous Kai cavalry was no more.

Nobunaga's genius went beyond understanding the new technology. He also knew that the old era of individual combat with its rich traditions and formalities had ended, and that peasant conscripts armed with firearms could easily eliminate high-ranking samurai. As word of the battle spread throughout the islands of Japan, warlords began to embrace this firearm in battle. When we consider that European armies were using the caracole or "snail" method of firing, and that firing in ranks did not become common until the 1630s, we can see that Nobunaga's idea was far in advance of the rest of the world at this time.

Tea Items

Nobunaga Transforms the Tea Ceremony

In the modern world, power brokers make deals on the golf course. In traditional Japan, the tea house was one place where aristocrats, samurai, and merchants could all meet in an atmosphere of equality. The tranquility of the tea ceremony was seen as a way of dispelling the stress of battle.

Items such as tea caddies (used to store the powdered tea), kettles, pots, bowls, incense burners, ladles, braziers (metal receptacles for holding live coals), and flower vases were expensive collector's items. The tea ceremonies were intimate occasions, allowing a few extremely powerful men to mix in a congenial atmosphere.

Nobunaga was raised with respect for the traditions of the tea ceremony, even though as a boy he probably found it difficult to sit through the long meticulous ceremony. He never really got serious about the aesthetics of tea until his triumphant entry into Kyoto during the fall of 1568.

Soon after, as Nobunaga stayed in Akutagawa castle in Sesshu, two visitors came at different times to give presents of famous tea vessels. One was the notorious Matsunaga Hisahide, the former warlord of Kyoto and Yamato. He had been defeated during Nobunaga's recent campaign and now needed to prove his submission. In presenting the priceless 'Tsukumo Nasubi' (Ninety-Nine Hairs) tea vessel, Nobunaga not only forgave him, but confirmed him in his feudal holdings. Nine years later, Matsunaga betrayed Nobunaga and was quickly driven into the mountain fortress of Shiga. With his castle in flames, he filled the kettle 'Hiragumo' (Simple Spider) with gunpowder and tied it to a chain around his neck, thus destroying himself together with a vessel which Nobunaga had long coveted.

The other visitor at Akutagawa was the Sakai arms merchant, Imai Sokyū. When Nobunaga had levied a special "arrow tax" of 20,000 silver

pieces on the city of Sakai, the powerful merchants had disagreed over whether to pay the tax or resist. As the leader of the peace faction, Imai visited Nobunaga and presented him with the 'Matsushima' (Island of Pines) jar and 'Joou' (White Sky) tea caddy. Sokyū immediately became Nobunaga's link to the merchant community and was appointed as magistrate of Sakai.

As one man after another presented Nobunaga with priceless heirlooms, he began to sense his true power. Nobunaga knew that owning collector's items would enhance his prestige. He soon commanded his administrators, saying, "I have no lack of gold or silver or rice or cash. Go now and bring me famous artwork and the things of China." Thus began the well-known 'Tea Item Hunt.' Over fifty famous tea items were collected such as: tea caddies bearing the names 'Hatsuhana' (First Flower), 'Matsumoto' (Blue Pine Tree), 'Fuji' (Rich Samurai), the 'Matsuhana' (Flower of Formality) bowl, and other objects which would make a connoisseur's heart leap to his throat.

Nobunaga was doing more than just collecting art. In fact, his entire program of requisitioning valuables had a specific aim: to intimidate the citizens of Sakai and Kyoto. However, Nobunaga did not sit back and gloat over these treasures in the confines of his castle. He used them imaginatively, to tantalize the men he wished to rule. He created a new, grander form of tea ceremony, the so-called "warlord tea."

Tea and the Propaganda War

The first of the new, grandiose tea parties was held in 1573 at Myokaku Temple in Kyoto. Prominent merchants were invited, and the famous tea master, Senno Rikyū, prepared the tea. Naturally, only the best tea items were used as Nobunaga planned to impress the 'important' citizens of Kyoto and Sakai.

Nobunaga continued to hold tea parties on a grand scale. It gave him an excellent opportunity to scrutinize his subjects, understand their character, and use them to spread propaganda.

The powerful merchants of the time had close relations with the great warlords. As they traveled about selling goods, the merchants also provided news about events in and around the capital. Nobunaga

skillfully manipulated this information network, often forcing merchants to act as his double agents. By planting information at the tea parties, Nobunaga knew it would be quickly passed on to every influential person in Japan. This strategy allowed Nobunaga to control the information given to warlords, whether friend or foe, and gradually placed them in his power. Thus Nobunaga's tea parties had a purpose deeper than just indulging in artistic pursuits.



The Tea Ceremony Regime

Nobunaga occasionally gave away tea items to motivate his samurai.

“Valorous deeds will be rewarded with collectibles and by invitations to tea parties.”

By establishing the tea party as a system for recognizing merit, Nobunaga inspired his warriors. They longed for glory, and Nobunaga gave it to them. In 1582, Takigawa Kazumasa distinguished himself during the Kai campaign in which the Takeda clan was destroyed. He had hoped to receive the miniature Azuchi tea caddy ‘Juko’ (Burning Ball of Light), but Nobunaga appointed him Vice-Shogun for the Kanto area. To be Vice-Shogun of Kanto was almost as powerful as being Shogun, most warriors would have been proud to have been given such a post, but Kazumasa felt only disappointment.

Obviously, not all samurai valued collectibles above land and territory. However, there was a practical limit to the amount of territory a warlord could distribute. Nobunaga’s novel idea of granting a tea item as a substitute for a fief was another step away from feudalism towards centralized power.

Note: The tea item names enclosed in parentheses are not direct translations of the Japanese names, but are names created specifically for **Lord of Darkness** to provide a more visual context for the tea items.

Iron-Clad Ships

The Invincible Mori Navy

In order to continue his work of "Unifying the Country by Military Might," Oda Nobunaga had to reduce the castle-like Hongan-ji temple in Osaka, the headquarters of the peasant militia. Once inside the massive fortifications and supplied by the sea from their numerous bases around the country, the militia could hold out forever. Therefore, Nobunaga planned to set up a blockade to prevent supplies from reaching the temple.

Allied with the Hongan-ji temple, the mighty Mori clan set to break the blockade. The Mori clan had developed the greatest navy in Japanese history. With a larger fleet, more powerful ships, and explosive charges called "flaming arrows," the Mori navy inflicted a humiliating defeat upon Nobunaga.

The Advent of the Iron-Clad Warship

Stung by his bitter experience, Nobunaga spent two years carefully preparing for his next siege of Hongan-ji. He realized that victory was possible only by breaking the Hongan-ji-Mori link, but this was far beyond the ability of his current navy. Then he had an idea. Nobunaga ordered his commanders Kuki Yoshitaki and Takigawa Kazumasa to build six warships so large that they took two years to complete. Cannons were mounted on each iron-clad vessel.

Giant warships covered with iron plates had never been seen before. The people of that day could only look and stare. A journal kept by the monks of the Kofukuji temple records the amazement upon seeing the ships: "Ships of iron carrying 5,000 men, 42 feet wide, 72 feet long, and 18 feet high. Everything had been done to prevent firearms from penetrating the walls."

These warships completely broke with tradition, featuring unusually long and large guns, and protected by iron plates. It was not an exaggeration to call them "floating castles." Just as Nobunaga had created new infantry tactics to destroy the best cavalry in Japan at Nagashino, he now adapted firearms to destroy the most powerful fleet afloat.

The Cannons Roar!

In July 1578, two years after his humiliating defeat, Nobunaga blockaded Hongan-ji for a second time, and the six giant ships sailed into Osaka Bay with Kuki Yoshitaki as the admiral. On the way, Nobunaga's navy easily crushed several hundred boats of the Saiga navy which had been sent out by Hongan-ji as scouts. After devastating the Saiga fleet, the great ships proceeded to the site of the previous battle at the mouth of the Kizu river and resumed the blockade of the Hongan-ji. In December, supplies were running low and the 600 ships of the undefeated Mori armada attempted to run the blockade. As the battle began, Nobunaga's ships began falling back against the onslaught of the numerically superior Mori navy. The retreat was only a ploy to draw the enemy into firing range.

Certain of victory, the Mori navy sailed confidently towards the mouth of the river even as the Oda navy waited for the right moment to fire their secret weapon—cannons. These cannons fired shot that weighed about 750 grams (one and a half pounds), which may seem light by modern standards, but was far superior to the 23–38 gram shot common at that time. Unable to withstand the barrage, the Mori advance began to collapse. The Oda navy pursued the enemy, firing coordinated barrages. The fire arrows which had worked so well in the first battle now bounced off the sturdy armor and fell hissing into the sea. The Mori navy could do nothing. The battle ended with an overwhelming victory and allowed Nobunaga to finally overwhelm the proud fortress of Ishiyama Hongan-ji.

MAJOR WARLORDS

Oda Nobunaga (1534–1582)



Nicknamed "the Great Fool" at an early age for his eccentric way of dressing and outlandish behavior, Nobunaga successfully hid his ambition for years. Surrounded by powerful rivals such as Saito Dosan and Imagawa Yoshimoto, Nobunaga acted cautiously and solidified his power through a series of bitter local wars. Capture of strongholds in Kiyosu (1555) and Iwakura (1557) made him Daimyo of his home province of Owari, with the exception of the Chita peninsula, which swarmed with Imagawa loyalists. Receiving news that an Imagawa army of 30,000 was besieging an outlying castle, Nobunaga led 3,000 men on a lightning quick attack on the enemy at Okehazama. The unexpected success of this daring move made Nobunaga a contender for the grand prize, unification of Japan.

Matsudaira Motoyasu (1542–1616)



At the tender age of three, Motoyasu was sent from Okazaki castle in Mikawa to become a hostage of the Imagawa clan in Suruga. On the way, he was captured by Oda Nobuhide (Nobunaga's father) until Taigen Sessai negotiated a prisoner exchange. Then eight years old, Motoyasu was freed only to become a hostage of his father's overlord. In spite of difficult circumstances, Motoyasu matured well. When Yoshimoto marched against Nobunaga in 1560, Motoyasu led an advance unit. During the battle of Okehazama, he supplied Otaka castle, an Imagawa advance base surrounded by Nobunaga's men. When Yoshimoto was killed in Okehazama, Motoyasu returned to Okazaki and declared his independence from the Imagawa clan by changing his name to Tokugawa Ieyasu. Ieyasu quickly conquered Mikawa, took Totomi, and earned fame throughout the country. Ieyasu's alliance with his former enemy Nobunaga in 1570 and their friendship thereafter greatly advanced the unification of Japan.

Saito Dosan (1494–1556)



From his humble beginnings as a peddler of lamp oil, Saito schemed his way up through the ranks to become master of Inaba Castle, allowing him to dominate the plains of Mino. Mere mention of "the Mino Viper" struck fear into the ears of seasoned samurai who knew this evil genius would stop at nothing to achieve his purpose. While everyone else was dismissing Nobunaga as a fool, Saito perceived the fierce ambition of the young man and made him his son-in-law. Since Saito doubted both the competence and paternity of his eldest son Yoshitatsu, he sought to hand power over to his second son. When Yoshitatsu learned of this, he attacked his father with a vengeance. On the banks of the scenic Nagara river, the Viper met his brood and fought valiantly until the bitter end.

Uesugi Kenshin (1530–1578)



Uesugi was an exception to the ruthless spirit of the times. He valued righteousness and honor and his compassionate nature often compelled him to offer assistance to other Daimyos.

Uesugi's career is marked by spectacular battles with Takeda Shingen. The Zenko-ji highlands territory of the province Shinano was coveted by both Uesugi Kenshin and Takeda Shingen. Marching their armies to the same location, they met at Kawanonaka-jima, and fought famously in a series of fierce, inconclusive battles.

Takeda Shingen (1521–1573)



Disgusted with the excesses of his father, the eighteen-year-old Shingen expelled his father from the province of Kai and quickly consolidated his power until he was strong enough to mount an invasion of Shinano. He captured castles belonging to Ogasawara Nagatoki and Murakami Yoshikiyo. In order to protect his southern and eastern flanks, he entered into a triple alliance with Hojo Ujiyasu of Sagami and Imagawa

Yoshimoto of Suruga. However, Nagatoki and Yoshiaki fled to Uesugi Kenshin in Echigo, and requested help, thus provoking the first battle of Kawanonaka-jima. So evenly matched were the two opponents that they fought five times in this broad valley without decisive victory for either side.

Mori Motonari (1497–1571)



In western Honshu, the Ouchi clan with their home base in Yamaguchi fought cutthroat battles with the Aneko clan in Izumo. Wedged in between these furious giants, Motonari began his career as a minor lord of Aki and Bingo, adapting to the shifting power of these two families. Motonari first

gave his loyalty to the Ouchi until Ouchi Yoshitaka committed suicide during the rebellion of Sue Harukata. At first Motonari allied himself with Harukata, then, in response to a plea from survivors of the Ouchi clan, he declared his independence. Sensing he would have the advantage in a constricted field, Motonari lured Harukata to Itsukushima island and destroyed him. As his strength mounted, Motonari overcame both the Ouchi and the Aneko clans, and became the undisputed leader of western Honshu and the Seto Inland Sea.

Taigen Sessai (1496–1555)



When Imagawa Yoshimoto became the leader of the Imagawa clan in 1536, his uncle Sessai built a Rinzaï temple as a memorial to the previous lord and became its abbot. Sessai excelled both at leading troops in the field and in planning strategy. At the second battle of Azuchi-

Saka, he defeated the Oda army, invaded Anjo in the following year (1549), and returned to Suruga with Matsudaira Motoyasu, who had been a captive of the Odas. While negotiating a truce with the Odas, he argued each point skillfully for the benefit of his clan. If Sessai had lived five more years, perhaps his clan would never have been defeated at Okehazama.

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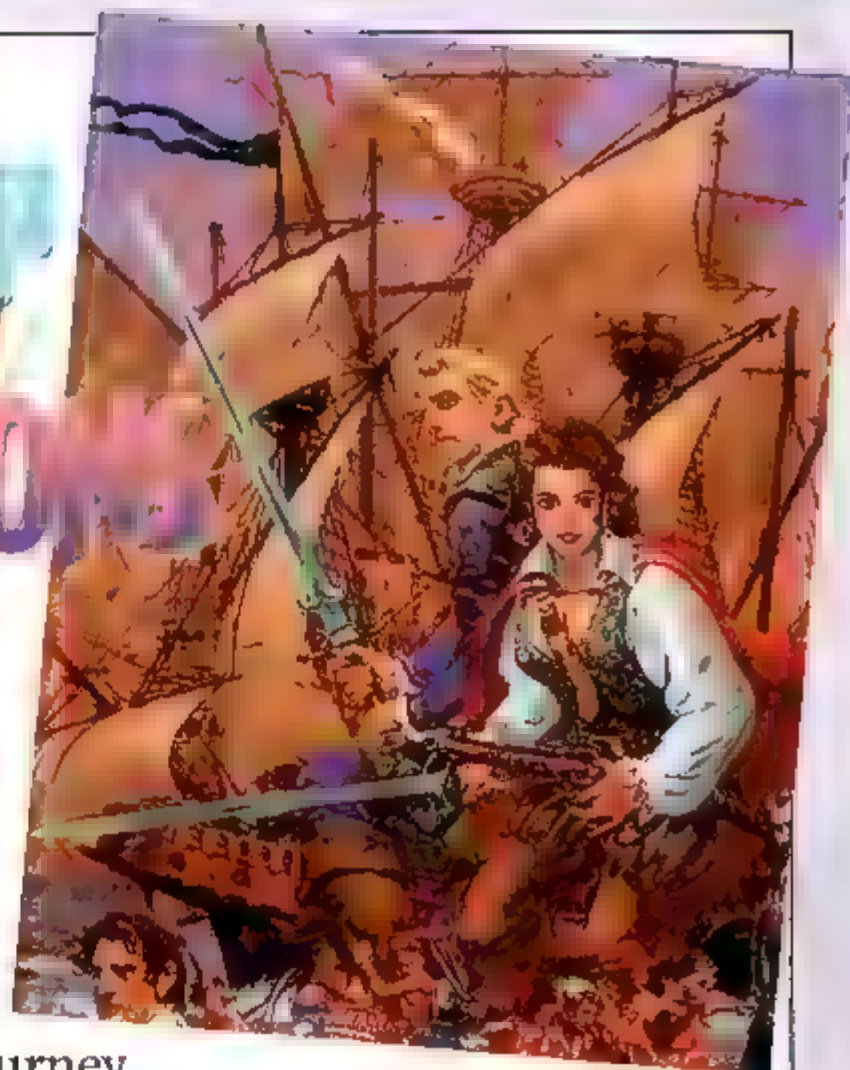
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